




A VIDEO  
GAME CARTRIDGE FROM  
 PARKER BROTHERS

# FROGGER<sup>TM\*</sup>

Under License From Sega Enterprises, Inc.

TM\* designates a trademark of Sega Enterprises, Inc. Rules © 1982, 1983 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

**FOR INTELLIVISION®, TANDYVISION™ & SEARS SUPER VIDEO ARCADE™**



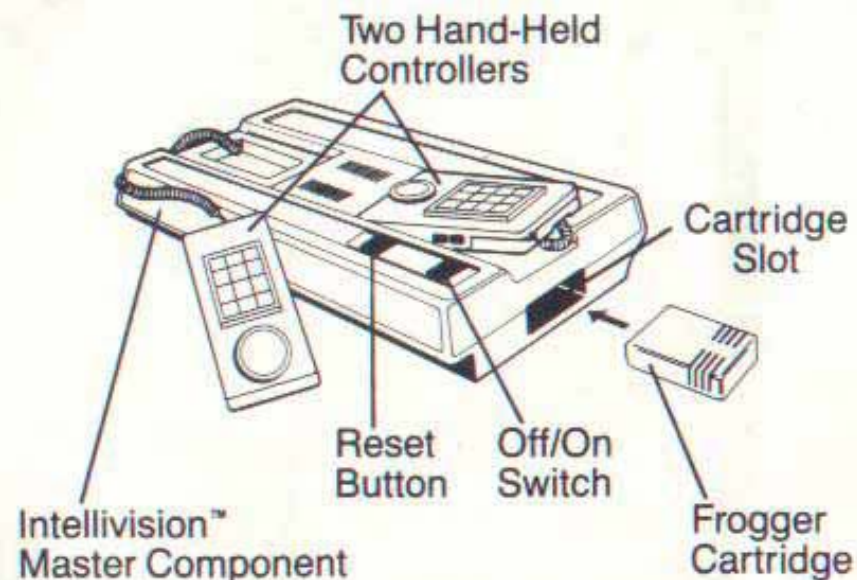
Leapin' Frogger! Home may look like it's only a hop, skip, and a jump away, but looks can be deceiving. First, there's a dangerous highway to hop across, full of cars and trucks. Then there's a swirling river to leap, full of frog-eating creatures. How's Frogger going to get home safely? By letting you hop him on his way. Guide Frogger safely through this perilous journey, and you'll jump for joy!

### **OBJECT**

The object of the game is to hop as many frogs to safety as you can—and to score the most points along the way!

### **SETTING THE CONSOLE CONTROLS**

1. Make sure the cartridge is placed firmly into the cartridge slot.
2. Turn the OFF/ON switch to ON.
3. Press down the RESET button. You'll see "Parker Brothers presents Sega's Frogger" on the screen.
4. Press the ENTER button on the left controller. You'll see "Players?" Press 1 or 2, depending on whether you're playing a one- or two-player game.
5. Then you'll see "Level?" Refer to the Game Selection Box for a description of the game levels, then press the level number (1, 2, 3, or 4) that you want.
6. Press ENTER, and you're ready to start hopping!

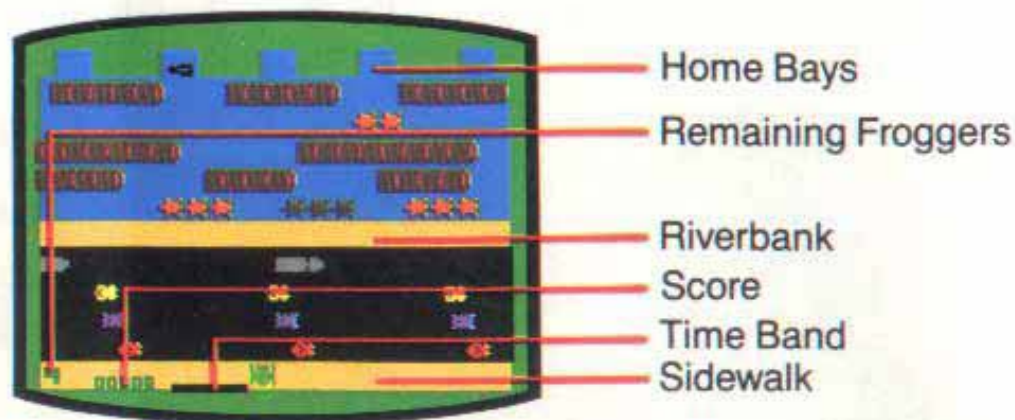


PROOF OF PURCHASE  
**FROGGER™**



## PLAYING

This illustration shows the journey Frogger has to make—from sidewalk to home bay:



You'll start the game with 5 frogs. The first frog is shown on the sidewalk below the traffic. The remaining frogs are indicated by a number on the lower left-hand corner of the screen.

## TIME BAND

You have only a limited amount of time to move Frogger from the sidewalk and into a home bay, one of the blue, open-ended squares at the top of the screen.

Time is monitored by the time band, the black line located at the bottom center of the screen. You have approximately 30 seconds, or 60 "ticks" on the cartridge timer, to move Frogger home. If you run out of time before you get Frogger home, you'll "splooch" him (lose him). You'll hear a sound,

then see a skull and crossbones symbol on the spot where Frogger was when his time ran out.



However, if you take Frogger home *before* the time band disappears, you'll see "... TIME," and the number of "ticks" you had left on the center of the sidewalk. You'll score 10 points per remaining "tick" of time.



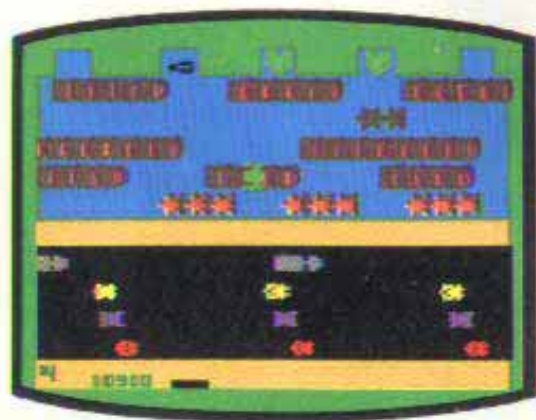
## FROM SIDEWALK TO RIVERBANK

Frogger starts his perilous journey on the sidewalk, facing 4 lanes of cars and trucks. As soon as the music starts to play, you're ready to start Frogger hopping!

Try to get Frogger through the lanes of traffic. Traffic travels in alternating directions and at different speeds, so be careful. Frogger will get "splooched" if he touches any part of a vehicle or is run over!

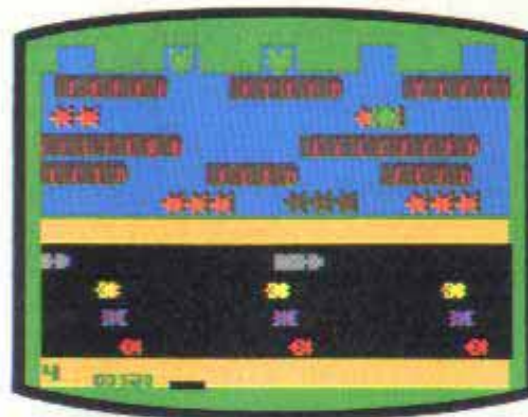
## FROM RIVERBANK TO RIVER

Because Frogger can't swim in the river (the current is too strong), hop him from one row of logs, turtles, or alligators onto the next in order to cross it.



1. **Logs:** Frogger can hop from side to side on a log; he can also jump forward and backward onto another floating object. But he'll land in the river if he leaps to the left or right off a log.

2. **Turtles:** The orange objects that float on the river are the turtles. Frogger can hop on their backs as well as between a set of them (2 or 3 turtles in a row). He can jump forward and backward from a turtle onto another floating object. But he'll land in the river if he jumps to the left or right off either of the end turtles.



3. **Diving Turtles:** These tricky turtles can float on the water and dive under the water! When they're orange, it's safe for Frogger to jump on their backs. But once they turn brown, watch out! That means they're getting ready to dive,

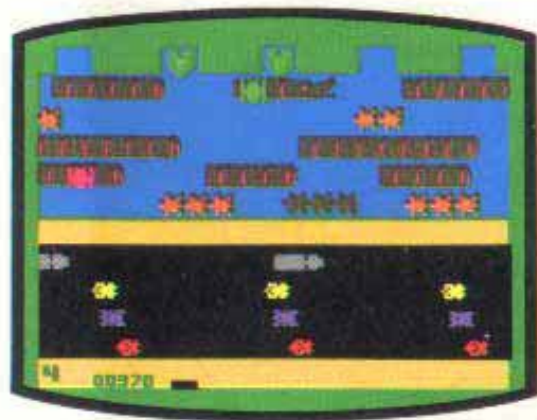
so hop Frogger onto another floating object fast! If you're not quick enough, Frogger will get "splooched."

But these turtles can't stay underwater forever. When you see a set of brown turtles suddenly appear on the screen, this means they're coming up for air. They'll soon be changing from brown to orange, so Frogger will be safe on their backs until they dive again.



While crossing the river, here are some other things to watch for:

1. **Pink Frog:** Occasionally you'll see a pink "lady" frog on a log. Hop Frogger onto the log to try to rescue her. If you do, you'll hear a sound, then you won't see the pink frog. Now try to get Frogger home to safety. When you do, you'll earn bonus points.



2. **Alligators:** There are alligators hiding in the logs. But you'll know what logs they're in because you'll see their heads poking out. They'll snap their jaws open and closed, just waiting for a tender Frogger morsel to

jump their way! Frogger is safe on the log, but is a goner if he jumps onto the alligator's jaws!

3. **Floating Off-Screen:** In Levels 1 and 2, Frogger can safely float off-screen. However, Frogger will move slightly while he's off-screen; sometimes he'll even reappear floating on top of the water! He won't get "splooched" at this time, but hop him to safety fast.



4. **Snakes:** Snakes will appear on the river-bank as the game gets more difficult. Don't hop Frogger onto any part of the snake or Frogger will get "splooched."
5. **Otters:** The river otters are very fast swimmers, and they'll try to grab Frogger off the end of a log, alligator, or row of turtles. Keep Frogger as far away from them as possible, or he'll get "splooched."

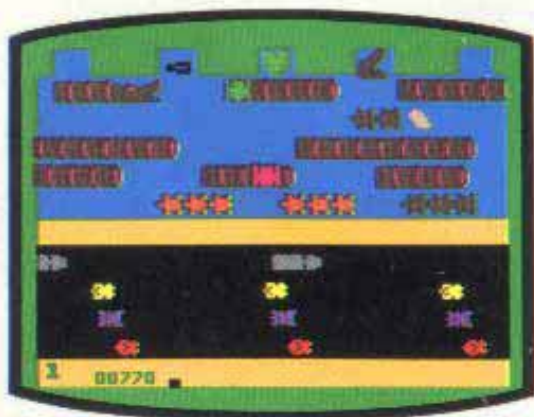


## FROM RIVER TO HOME BAY

Successfully hop Frogger into a home bay, and he's safe and sound! You'll score points each time you bring Frogger home, and get bonus points each time you bring 5 frogs home.

When leaping Frogger into his home bay, here are some things to watch for:

1. **Jumping Home:** Hop Frogger into a home bay when he's *directly* in front of it. If Frogger hits any part of the green shrubbery on the sides of the home bay, he'll get "splooched."
2. **Occupied Home Bay:** Frogger can't jump into a home bay that's occupied by another frog.



4. **Fly:** If you hop Frogger into a home bay while a fly is showing, Frogger gets a free meal—and you score extra points.

## GAME DIFFICULTY

Each time you bring 5 frogs home, you'll hear a short tune. Then the game will continue at a more difficult game level with your remaining frogs. The speed of the cars and trucks will vary from lane to lane. Traffic patterns will change. There will be fewer floating objects on the river, and the speed of the objects will vary from fast to slow. Frogger-eating snakes will appear on the riverbank and otters will swim around in the river.

## END OF GAME

The game ends when no frogs are left.

**To Play Again:** Press GAME RESET, then reselect the game level you want and begin play.

**NOTE:** If, at any time, the screen goes blank, simply press the GAME RESET button and begin play.



## **180-DAY LIMITED WARRANTY**

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

### **CONDITIONS:**

1. **Proof of Purchase:** The retail sales receipt or other proof of purchase must be provided.
2. **Proper Delivery:** The product must be shipped, prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. **Unauthorized Repair, Abuse, etc.:** The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

### **REPAIRS AFTER EXPIRATION OF WARRANTY:**

If the product malfunctions after the 180-day warranty period, you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, as its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED; AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE SOME OTHER RIGHTS WHICH VARY FROM STATE TO STATE.



## GAME LEVELS

Frogger has 4 game levels, all for one- or two-player action. See the Game Selection Box for game level variations.

**Two-Player Games:** The left player goes first; players then alternate turns. Your turn ends when you lose a frog; you begin your turn again with your remaining frogs.

The game ends once both players have lost all their frogs.

## SCORING

In a one-player game, your score is displayed throughout the game on the bottom left side of the screen. In a two-player game, the left player's is on the bottom left side of the screen; the right player's is on the bottom right side of the screen.

Points accumulate as follows:

Successfully jumping Frogger forward . . . . .	10 points
Successfully jumping Frogger home . . . . .	50 points
Successfully jumping 5 frogs home . . . . .	1000 points
Taking a pink frog home . . . . .	200 points
Eating a fly . . . . .	200 points
Extra points for time remaining . . . . .	10 points
per remaining second	

Every time you score a total of 20,000 points and have fewer than 4 frogs left, you'll get another Frogger! When this happens, you'll see "EXTRA FROG" on the riverbank.

## GAME SELECTION BOX

### GAME LEVEL

### VARIATIONS

- |   |  |
|---|--|
| 1 | Frogger can safely float off-screen. Game difficulty increases with each 5 frogs brought home.                   |
| 2 | Frogger can safely float off-screen. Game begins at a more difficult level, with alligators, snakes, and otters. |
| 3 | Frogger can't float off-screen. Game difficulty increases with each 5 frogs brought home.                        |
| 4 | Frogger can't float off-screen. Game begins at a more difficult level, with alligators, snakes, and otters.      |

If you should have any difficulty operating or playing FROGGER, call our Electronic Service Department at these toll free numbers:

In Massachusetts 1-800-892-0297. All other states (not available in Alaska, Hawaii, or Canada) 1-800-225-0540.

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Australia and New Zealand: Toys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester LE6 2DE England.